



The King Has Turned Into a
Raving, Drooling Lunatic!



GOBLONS™

WARNING: Contains foul语言 for foul-mouth players!

HINTBOOK



Part of the Sierra® Family



SIERRA





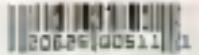
SIERRA

TM designates a trademark of Sierra On-Line, Inc.
© is a registered trademark of, or licensed to,
Sierra On-Line, Inc.
© 1992 Sierra On-Line, Inc. All Rights Reserved.
Printed in the U.S.A.
Sierra On-Line, Inc. Corte Madera, California 94921

005111000



SIERRA



HINTBOOK



Gobliiins

Table of Contents

Introduction	2
Object of the Game	5
Access Codes	5
Scene 1: Outside the Wizard's House	7
Scene 2: The Apple Tree and Diamond Mine	8
Scene 3: Back at the Wizard's House	10
Scene 4: Inside the Wizard's House	10
Scene 5: The Giant Statue Room	12
Scene 6: The Spider Cave	14
Scene 7: The Garden Field	15
Scene 8: The Prison	17
Scene 9: The Mad Dog in Front of the Wizard's House	18
Scene 10: The Giant Tree	19
Scene 11: The Mad Dog Guarding the Wizard's House	21
Scene 12: Inside the Wizard's House	22
Scene 13: The Wizard's Graveyard	24
Scene 14: The Carrot Patch	26
Scene 15: The Rat's Den	27
Scene 16: The Giant Floating Statue	29
Scene 17: The Two-Headed Dragon Cave	30
Scene 18: The Giant Statue	22
Scene 19: The Writer's Castle	33
Scene 20: The Giant Statue in Town	24
Scene 21: The River Bank	35
Scene 22: The Giant Bird Skeleton	36
About Coktel Vision	38
Credits	39

INTRODUCTION



THE STORY

The Kingdom of King Angoulsfre has been enjoying peace and prosperity for years. All the subjects, including the goblins have been living their lives unfettered and in harmony.

Suddenly, the King is experiencing strange pains and tortures for which there seems to be no explanation. As his discomfort increases, his sanity is warning. He becomes cruel in his orders and irrational in his behavior. His subjects panic and grow more and more uneasy. There are outbreaks of violence and crime.

Meanwhile, the King has taken to fits of pain and suffering and begins to loathes everyone. The Kingdom is on the verge of total anarchy. The royal doctors, witches, wizards and wisemen are all but stumped. There can only be one reason for the King's erratic behavior...he must be possessed by a voodoo curse!



In total desperation they call for the Goblins and tell them they must go and seek out the most talented Wizard in all the land (he is also very ornery), **NIAK**.

The effable and inseparable 3 goblins **Hooter**, **Dwayne**, and **BoBo** gleefully take to task the mission of finding **Niak**. But, watch out because **Niak** isn't the good guy he'd like you to believe. In fact, as a rule, don't trust any Wizard.



HEY! WHO HIRED THESE GUYS!

Our courageous and fun-loving goblins set out on their own even though they have never been outside their Kingdom of peace and comfort. These guys are like the Three Stooges trying to save our country. They're going out into a world of terrible men and beasts to try and restore the peace of the Kingdom. It's a good thing you're at the keyboard controls because with you along they might have a fighting chance. Or, do they...let's find out.



BoBo



Hooter



Dwayne

• **BoBo** is the WARRIOR who only knows how to use his fists. He'll hit anything you want him to. He is strong enough to climb up ropes and fight at the same time. He's not too bright.

• **Hooter** is a MAGICIAN who casts spells. He can perform amazing things, he just doesn't always do them right.

• **Dwayne** is a TECHNICIAN who collects objects he finds along the way. He needs to know how to apply the items he picks up sensibly. But, he's kind of weak and can only carry one object at a time.

WHAT'S THE OBJECT OF THE GAME?

The gobliiins will be going on a quest through enchanted landscapes scattered with hidden traps that must be avoided at all costs. Each of the gobliiins should use his special skills to get around the obstacles and solve each individual puzzle.

Every screen is a new challenging puzzle. They're full of funny surprises and incidents. Solving the room with the least amount of moves will help you avoid them and save energy.

The gobliiins attempt the valiant mission to save the King. They are lied to by the wizard, given false orders, objects are left in their path that are useless or dangerous, and they get scared to death easily.

Remember that things in the gobliiins world are not always what they appear to be. You will find items in many of the rooms that have nothing to do with solving the puzzle, but just wind up getting you killed. Don't worry it's all in good fun.

ACCESS CODE

Special reminder: After you finish each scene, an Access Code will appear. Write these down as you play. Gobliiins does not have a save game feature, but you can return to your last place in the game if you CLICK ON the SKELETON HEAD in the lower right corner of your screen. Then CLICK ON load and enter the access code to your desired location.

These hints were designed to lead you step by step through (well, in most cases) the game's puzzles. They are arranged

in one order of play. Each scene can be played in a different sequence than the way these hints are organized. So feel free to try other alternative sequences but remember this: When you change the sequence of events you are given different ACCESS CODES. So, each time you play, write down any ACCESS CODE that is different from the one you were previously given.

The gobliiins are given a certain amount of energy which is tapped every time a wrong action is taken. Here are events that cost energy:

- falls
- dangerous movements
- blows received
- heavy objects
- wrong use of objects

There are 22 different scenes. Each group of hints will allow you to successfully finish each scene.

The first hint before we go on is to watch the introduction of the game. It's really funny and it'll get you in the mood to have fun while you enjoy the gobliiins' crazy adventure.



Scene 1: Outside the Wizard's House



No matter what I try, I can't get into the Wizard's house.

- Don't try to get in the house.

Every time I try to open the fence gate, my goblin gets hit.

- Don't try to open the gate.

I notice the horn on the archway keeps shaking.

- Have the wizard punch the right pillar of the archway.

What do I do with the horn?

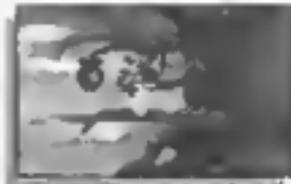
- Have the Technician pick it up with the hand icon, change the icon to a fist and have the Technician blow the horn

A branch from the tree fell but when I pick it up nothing happens.

- Don't pick it up.
- Have the Magician cast a spell on it
- When the branch turns into a pickaxe have the Technician pick it up and proceed to the next scene.

Scene 1 Access Code(s): _____

Scene 2: The Apple Tree and Diamond Mine



I like apples, but I don't know what to do with them.

- Have the Magician cast a spell on the second and fourth apple from the left.

Ok, I got two swollen apples, now what?

- Make the Warner punch the swollen apples off the branches.

What good are the apples?

- Use the Technoas to pick up one apple at a time and drop them into the gap between the bridge

Hey, I can see the diamond in the rock but I can't get it out.

- Remember, you can only pick up one thing at a time. Go back to where you left the pickaxe and have the Technoas use it to get the diamond. Oh yeah, pick up the diamond and go to the next scene.

Scene 2 Access Code(s): _____



Scene 3: Back at the Wizard's House



What gives? I'm back at the Wizard's house.

- To get inside the Wizard's house, use the Warner to knock on the front door; or have the Technoas use the diamond on the front door.

Scene 3 Access Code(s): _____

Scene 4: Inside the Wizard's House

This is a crazy looking room and I don't know where to begin.

- Once inside the Wizard's house use the Magoon to cast a spell on the left plant. When the plant grows have the Warner climb up the stem.

I can't get across the table without getting smashed or scared.

- Have the Technician pick up pot #1 on the table (on the left). There is a wasp in the pot.
- Take the pot to the plant on the right side of the Wizard's desk. Switch to use mode and use the pot on the plant. A wasp will be released and the plant will eat it.

Great, I can get the Warrior across the table, what now?

- Now use the Warrior to hit the book that is standing on the far right side of the table.

The Wizard keeps holding his hand out, what for?

- Go back to where you left the diamond and have the Technician put down the pot and pick up the diamond. Take the diamond to the wizard by climbing up the book and putting it in his hand.

INSIDE TIP: The Wizard will give you an assignment of things you must gather in order to save the King.

Scene 4 Access Code(s): _____

Scene 5: The Giant Statue Room



There must be a lot of things to do here, but everything I try scares me to death.

- First of all, the statue is a friend. It can help you if you persuade it.
- Now the Magician cast a spell on the little branch sticking up on the right side of the base of the statue near the hunchback. Don't get too close to the hunchback, he's scary and will cost you energy.

Well, I figured out that the Warrior can climb the stick so what should I do?

- Have the Warrior punch the statue's left eye. His tongue will come down.

I picked up the mask but don't know what it does.

- It's fun to use it on the hunchback, but it really serves no purpose. Poster the Technician on the base of the statue's tongue.

What's next?

- Have the Magician cast a spell on the ornament above the coffin.

The zombie in the coffin keeps scaring the magician to death.

- After the Magician casts a spell on the coffin ornament, get him out of there quick. Bring him down the path and have him stand on the statue's tongue. Have the Waror punch the statue in the eye and wait for the zombie to pass under the tongue and go back the way he came.

It was funny how the zombie sent the hunchback running, but what is the purpose?

- When the zombie scares the hunchback, a mushroom appears. Have the Waror punch the statue's eye to let the other goblins down, then use the Technician to pick up the mushroom.

Scene 5 Access Code(s): _____



Scene 6: The Spider Cave



What do I have to do to get that big nasty spider out of my way?

- Make the waror climb the threads of the spider closest to the bridge. After he's up use the fist icon on one of the spider threads. The correct thread is random, it is either the middle or far right thread.

I don't like those other spiders hanging around.

- Use the Technician to pick up the pistol on the right side of the cave. Move the Technician under the sleeping spider on the left and use the pistol on the spider. Notice the pillow that appears.

Do I go to sleep on the pillow?

- No, use the Technician to grab the pillow that is revealed after he shoots the sleeping spider, then set it down on the stone platform in the middle of the bridge.

So, now I have a sleeping spider!

- Have the Magician cast a spell on the center spider. The spider will drop a bottle. Pick up the bottle using the Technician and with the fist icon, use it.

Scene 6 Access Code(s): _____



Scene 7: The Garden Field

Inside Tip: Timing is very important in this scene.



The goblins keep dying when I use the Technician to pick up the bag on the tree branch.

- A doctor friend of mine once said if it hurts when you move, don't move. Some advice here. Don't use the Technician or fist. Use the Magician to cast a spell on the bag, and then have the Technician pick it up.

What good is a bag of seeds?

- Well, this is a garden field. Bring the Technician down the tree and have him throw (use) the seeds on the field in front of the scarecrow.

Every time I sow the seeds, birds keep eating them up.

- It is a good idea to have the Warmer standing next to the scarecrow before the Technician throws the seeds.
- Shortly after the Technician throws the seeds on the ground, birds will walk into the field to eat the seeds. You have to use the Warmer to punch this scarecrow and scare away the birds before they eat the seeds (they can't even eat one seed.)

I scared away the birds but they came back and ate my seeds again!

- The real trick to this episode is to have each of the goblins in the right place before you set the scene in motion. Place the Technician by the garlic; with the Warmer next to him. Have the Magician standing on the edge of the left branch of the tree. Now throw the seeds.

I did everything you told me but it doesn't work.

- Throw the seeds, wait for the birds, punch the scarecrow, then cast a spell on the second cloud.

A plant grew in the gerden what should I do with it?

- Use the Technician to pick the plant. Then have the Technician walk over to the wizard on the tree stump and give him what you have. Here's where you find out that the Wizard isn't what he's supposed to be. He told you that if you gave him the right things, he would give you a cure for the King. Instead he throws you in prison.

Scene 7 Access Code(s): _____



Scene 8: The Prison

Yuck, I'm in prison with skeletons. How do I get out?

- First, take the Magician over to the skeleton and cast a spell on 'dem bones. Then cast a spell on the bone the skeleton tosses you, it turns into a flute.

I tried taking the Warrior up the stairs but he keeps falling down and dying.

- Have the Technician pick up the flute and play a tune for the snake, the snake stands up. Now get the Warrior to slither up the snake.

I've gotten one Gobliin out but how do I get the rest out?

- Move one of the other two goblins up the scaffolding and have him stand on the end of the right plank. Take the Warrior over to the pile of stones and punch them, the goblin on the board will be thrown up to the level above him. Repeat the procedure with the other goblin.

Scene 8 Access Code(s): _____



Scene 9: The Mad Dog in Front of the Wizard's House

I'm outside the Wizard's house and I can't get past the mad dog.

- You need to get the meat on the other side of the yard.

Every time I try to pick up the meat the mad dog barks at me.

- When you walk into the yard take the long way around. Stay close to the tree and away from the dog.

I tried giving the dog the sugar but he barked at me.

- I hate when that happens. Don't give the dog the sugar. Go and get the meat.

I finally got the meat. What do I do with it? Every time I give it to the dog he bites me.

- This is a tricky game. Once you have the meat, change the Technician's icon from a hand to a fist and click on himself. You'll need it later.

Scene 9 Access Code(s): _____

Scene 10 The Giant Tree



This tree is crazy, I can't take a step without dying.

- You're right this is a tough but essential puzzle. With the Technician use the meat on the hole to the left of the ladder. Then go up the tree and pick up the windsock.

I've given the creature in the tree the meat. Now what?

- Use the Magician and cast a spell on the small moving branch on the right side of the tree, it grows. Then, set the Magician on the end of the branch.
- Put the Womor on the rock under the branch and have him grab the vine hanging above him. This throws the Magician to the branch just above him. Do the same thing with the Technician. Walk him over to the end of the branch and have the Womor grab the hanging vine.

I'm up the tree and I still don't know what to do.

- Have the Magician walk to the left side of the tree and cast a spell on the cork. When it pops out, have the Technician go over and pick it up. The Technician should put the cork in one of the tree holes on his level.

This is confusing, what's the purpose of this tree?

- The purpose of this tree is to save the goblins' hole, you'll see what I mean later. Now, have the Technician go back and get the windsock. Have him bring it over to the other hole that is not plugged by the cork.
- Make the Womor punch the bird that polka dots head in and out of the hole at the bottom of the tree. Right after the Womor punches the bird, get ready with the Technician to catch the bird in the windsock as he attempts to fly out from the tree hole.

Scene 10 Access Code(s): _____

Scene 11: The Mad Dog Guarding the Wizard's House



What is with this dog? He's vicious. I've tried everything and he won't let me pass.

- You'll need the bird you captured in the last room. This dog loves birds. Show him the bird.

I can't even get near the dog without getting scared to death.

- With the Technician walk toward the big tree on the left. Continue past the tree heading in a direction away from the dog. Creep toward the dog in short steps until you get close enough to release the bird without the dog barking at you.

Aieeee! The dog watched the bird for awhile then he barked at me.

- While the dog is watching the bird, quickly get the Magician and cast a spell on the dog. He flies away.

That crazy dog barked and scared the Magician.

- Before you send the Technician to release the bird, bring the Magician to the same safe place the Technician is standing. As soon as the Technician releases the bird, click on the Magician and cast a spell on the dog. The dog grows wings and flies away.

I keep knocking on the door but nobody answers.

- Have the Wizard punch the door on the left side of the porch.

Scene 11 Access Code(s): _____

Scene 12: Inside the Wizard's House



I know the skeleton must do something but all he does is hang around.

- Use the Technician to pick up the feather and hide the skeleton's foot, a key will fall. Before you pick up the key, find the cup and ball and give it the skeleton. While the skeleton plays with the cup and ball, pick up the key.

There's a thing in the cage by the window. It keeps sticking its hand out.

- Give the key to the imp in the cage.

How do I get rid of this wasp that keeps flying around?

- Remember when you left the feather? Have the Magician cast a spell on the feather you used to tickle the skeleton, it turns into a flyswatter.
- The Technician must pick up the flyswatter and then use it on the flying wasp. When the wasp is knocked senseless take the Magician over to it and cast a spell on it.
- Once the wasp has turned into a don't, pick up the don't and throw it at the picture of the wasp. A small figure will appear on the right side of the table.

Is that all there is to it?

- No. Now send the Technician up the table to get the elixir located on the left side of the table and walk past the figure on the right.

Scene 12 Access Code(s): _____



Scene 13 The Wizard's Graveyard



I'm totally stumped.

- That's a good place to start. Have the Magician cast a spell on the tree stump by the goblins' feet, a bird call will appear.
- The Technician should pick up the bird call and go up the tree and use it. A bird will fly in and sit on the eggs in the nest.

The dancing egg really cracks me up, what should I do?

- While you're waiting for the bird to fly away, take the Wizard and the Magician up the tree to the branch just above the bird nest. When the bird flies away, an egg will jump from the nest to the branch.
- Use the Wizard to punch the egg. Once the egg is cracked have the Magician cast a spell on the egg, it flies the Magician over to the other side of the graveyard.

Sure the Magician got over to the other side but the other two goblins keep getting killed by the Wizard.

- Believe me, this is a tricky episode. Have the Magician cast a spell on the horn lying near the gate of the graveyard, then move him quickly back to where he was. (Otherwise the Wizard will kill you with a spell.)

But how do I get passed the Wizard's gate?

- First, go get the Warrior and bring him close to the gate. Then, bring the Technician close to the graveyard gate but don't pass the gate, otherwise the Wizard will zap you. Once the Technician is in a safe place near the gate have him use the elixir on himself, he becomes invincible.

How can I move something I can't see?

- I was waiting for you to ask that. Now listen closely. When the Technician is close to the gate use the fist icon for him to use the elixir on himself. Now, quickly change the icon to an arrow and repeatedly click on the inside of the left side of the bridge. (You'll hear his footsteps with each click.)

But how does the Warrior get past the Wizard?

- This is the 'beauty' part and you'll see what I mean in a moment. When he appears, have the Technician pick up the const and place it near the mole hole, by the Magician. Once the mole appears have the magician cast a spell on it.

- While the Wizard's attention is diverted, move the Warrior near the Technician and Magician. Eat to the right.

Scene 13 Access Code(s): _____

Scene 14: The Carrot Patch



I see plants and rocks but I can't do anything with them.

- You have to look very closely at the base of the balancing rocks. On the right of the two pointed rocks is a small stone slab. Have the Magician cast a spell on the small stone at the base of the rock pile, it grows into stairs.
- Use the Technician to pick up the stick, climb onto the top rock, and place the stick in the hole on the lower right hand side of the rock.
- When the warthog can appears have the Technician pick it up. Go down the rock pile and water the carrots.

The carrots grew slightly but I can't get them out of the ground, what do I do?

- After each carrot grows a little, have the Magician cast spells on each of them. One of the carrots will grow and have a face with a key hanging from its nose, punch it with the Warrior. Use the Technician to pick up the key and use it on the carpet with a keyhole.
- If you're running low on energy, have the Magician cast a spell on the carpet left and down from the first one. A woman will appear and blow the goblets a kiss to restore their energy. Beware, this only works once, do it again and you'll lose energy.

Scene 14 Access Code(s): _____

Scene 15: The Rat's Den



This isn't a Rat's Den, this is a rat's nest, I don't know what to do first.

- Relax it's a piece of cake, or should I say cheese. This is basically a three part episode. First, use the Technician to pick up the matches on the shelf.

- Make the Warrior punch the cannon, the cannon tilts upward. Punch the cannonballs and one falls off the pile. Have the Technician pick up the cannonball and use it on the cannon. With the Technician go back and retrieve the matches. Have the Warrior punch the cannon open so it points to the ceiling. The Technician lights the cannon fuse.

Ok, a carrot fell from the ceiling but rats don't like carrots. What do you do with it?

- Have the Technician put down the matches and go and pick up the fallen carrot, put it in the cannon.
- Punch the cannon open using the Warrior. Pick up the matches with the Technician and light the cannon fuse, the carrot goes into the pot. Have the Technician go down and use the matches on the cooking pot.
- Make the Warrior punch the cannon and then the cannonballs again. Pick up the cannonball with the Technician and put it in the cannon.
- The Warrior now punches the cannon again. Have the Technician get the matches and light the cannon fuse.

Oh great, another carrot fell, how long do I have to keep doing this?

- Keep cool, we're almost there. After the second carrot falls, take the Magician over to it and cast a spell on the carrot.
- Bring the Technician over, pick up the air trumpet and use it on the rat. Then have the Technician pick up the mallet and strike the gong, a pendulum falls. Use the Technician to pick it up. Eat through the gong.

Scene 15 Access Code(s): _____

32 Scene 16: The Giant Floating Statue



This guy looks happy but I think he's in a trance. What makes him tick?

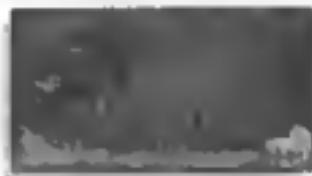
- He's a nice guy, he's just a little weird. Use the Technician to pick up the small stone on the left and place it on the "X" on the right
- With the Magician cast 2 spells on the stone, it grows into stars. Have the Magician climb the stars and cast a spell on the far left palm tree.
- Bring the Warrior up on the statue platform and punch the pictures, it kills.

I suppose I should dig, but where?

- If you can dig it, I'll tell you how to find out. Remember that pendulum thing you picked up in the Rat's Den? Have the Technician use it to find the right place on the ground to dig. (The pendulum swings violently when you find the right spot)
- Put down the pendulum when you find the spot, pick up the picture and dig in the place where the pendulum pointed

Scene 16 Access Code(s): _____

33 Scene 17: The Two-Headed Dragon Cave



I've been snapped in the traps, and roasted by dragon fire! Give me a hint on what to do.

- Oh, ok, keep your feet on. With the Warrior punch the wood pile, a log falls. Use the Technician to pick the log up and use it on the small trap
- Have the Technician set down the log and bring the Magician over to cast a spell on it, it turns into a can of deodorant

What should I do to the dragons? Every time I get near them, I turn to toast. And, I'm still snapped in the bridge trap.

- Take the Magician to the area in front of the dragons and cast a spell on the bog sitting on the rock, get out of there quickly.
- With the Technician go over and pick up the bog, again quickly get away. Take the bog up the stairs and lay it on the right

- Now go down and pick up the can of deodorant and set it down next to the bag. Once again pick up the bag of seeds and use them.

When I throw down the seeds a cut off foot walks back and forth across the screen. What the heck is going on? Should I cast a spell on it?

- I don't know about your feet. Maybe they need a spell cast on them, but here's what I'd do. While the foot is hopping across the screen, quickly pick up the can of deodorant and when the foot stops hopping on the left, use the deodorant on the foot.

Gee, I never had a cut off foot before, what should I do with it?

- Everyone should keep a spare around. Have the Technician pick up the foot and place it on the rock in front of the dragons. Beat your feet out of there or you'll get a real hot foot.
- After the dragons have cooked the foot into a roast, pick it up and feed it to the bridge key. The bridge has been fed, it is now safe to cross.

I found the dagger but I don't know what to do with it.

- Have the Technician pick up the dagger. He must then place it in front of the dragons. The dragons turn it into a flaming dagger. Have the Technician pick it up. Exit on top of the screen.

Scene 17 Access Code(s): _____

Scene 18: The Giant Statue



I've got a burning dagger. Now tell me what to do with it!

- Relax. Take out your anger on the statue. Have the Technician use the burning dagger on the locket of the statue.
- Throw the burning dagger on the hand on the right.
- Pick up the key and cross over to the left side hand and use the key on the statue's ear.

This statue gives me the creeps. How do I get the goblins out of here?

- Set each goblin on the right side hand one at a time till the statue blows them all out.

Scene 18 Access Code(s): _____

Scene 19 The Writer's Castle



The writer is humorless. How do I get him to lighten up and laugh?

- First, the Technician picks up the false nose and uses it on the writer, this makes the writer laugh a little.
- Have the Warrior punch the bananas. Then, have the Technician pick up the banana that fell and use it on the writer.

How long do the gobblins have to buffoon for the writer?

- Just a bit more, the writer is a tough crowd. On the top right of the screen is a bar of soap, the Technician must pick it up and use it on the writer. The writer now holds him a book.

What am I going to do with a book?

- Just have the Technician pick up the book. Then have the Magician cast a spell on the gate of the castle.

Scene 19 Access Code(s): _____

Scene 20: The Giant Statue in Town



I don't think this statue does anything. What should I do?

- Your dilemma is well noted. This statue does seem very passive. Here's what to do: Have the Magician cast a spell on the coat of arms that juts out from the bottom of the statue pedestal.
- With the Warrior, punch the lever. Now have the Magician cast a spell on the goblin's ear.
- Then have the Technician go up to the giant's ear and use the witchcraft book.

Every time I read the book to him he laughs. Then he cries, what did I do wrong?

- He's a big strong statue and it's ok if he cries. Have the Technician go to the top tower on the left side and get the boil just inside the doorway. Leave the fish near the broken roof of the tower on the right.

I keep reading to the Giant and all he does is laugh till he cries. How can I help him?

- Have the Technician pick up the bowl by the monster and set it where the tears of the laughing giant fall.
- Have the Technician use the witchcraft book on the giant's ear again. Then pick up the bowl of tears and throw it on the monster. Pick up the catapult (Slingshot).

Scene 20 Access Code(s): _____

Scene 21: The River Bank

Nothing seems to work by the river. I can't even jump in and cool off. Maybe I should fish for hints.

- Use the Technician's catapult on the bananas. Take the Wizard up the stairs and punch the liver.
- When the fish appears, set the 3 gobblins on the fish.

Scene 21 Access Code(s): _____

Scene 22: The Giant Bird Skeleton (Deep underground)



That bird is scary and the Wizard keeps kicking me. Do I pick up the bag or keep the catapult?

- Have the Technician use the catapult on the Wizard, he falls in the pot.
- Have the Magician cast a spell on the long stone on the floor, it grows into stairs.
- Have the Magician climb the stairs and cast a spell on the Wizard holding the Technician.

What's going on? Every time I get one gobblin free the other is captured by the Wizard. Is this how you save the King, by keeping the Wizard busy?

- Make the Technician use the catapult on the top of the long rope on the left, it falls down.
- Pick up the rope, climb the stairs and walk the Technician to the bird's tail bone.

- Throw the rope onto the top right hand bone spur of the skeleton.

How do I get the Technician from the Wizard's grip?

- Have the Wizard climb up the rope and punch the head of the giant Wizard flea, the Wizard turns into a spider and grabs the Warrior.

Great, now how do I get the Warrior from the Wizard?

- Use the Technician's catapult (remember you left it over by the Wizard's pot) to shoot the rope where the Warrior hangs. He falls.
- Move the Warrior out of the way.

How can I capture the Wizard?

- Have the Technician pick up the empty bag and place it under the spider.
- With the Magician cast a spell on the spider, he turns into little spiders and falls into the bag.
- Quickly have the Technician grab the bag and click the hand icon on the Technician, he holds out the bag.

Congratulations,

ENJOY THE PARADE IN YOUR MIRROR.



About Coktel Vision

Coktel Vision began creating computer entertainment software in 1984. They are a European based company and most of their software has been distributed throughout Europe.

Unique to Coktel Vision is their game designs which contain multi-language command interpreters. Coktel Vision is a multi-faceted software company whose product lines include educational software, CD-ROM multimedia software and exciting, high-quality games. They are now marketed and distributed in North America by Sierra On-Line.

Sierra On-Line chose Coktel Vision with the goal that as the world becomes a global village, Sierra will be prepared to present global computer entertainment and education.

© Sierra On-Line, Inc. all rights reserved

No part of this hint book may be reproduced, translated or reduced to any electronic medium or machine readable form without the prior written consent of Sierra. This hint book is protected under federal and international copyright law. Penalties may include up to \$50,000 and jail terms up to 5 years.

Sierra is a member of the Software Publishers Association (SPA) which supports the industry's effort to fight illegal copying of personal computer software. Please report copyright violations to:

SPA

1101 Connecticut Avenue, N.W., Suite 901
Washington D.C. 20036

CREDITS

Designer:

Pierre Gilhodes • Munel Tramis

Programming:

M.D.O.

Program Manager:

Roland Lacoste

Graphics:

Pierre Gilhodes

Music and Sound Effects:

M.D.O.

SIERRA ON-LINE TEAM**International Project Manager:**

Sebine Duvell

Product Manager:

Michael Weizer

Hintbook Writer:

Vince Gereci

Hintbook Design:

Nathan Gams

Quality Assurance:

Gordon Owens • Roger Pyle

